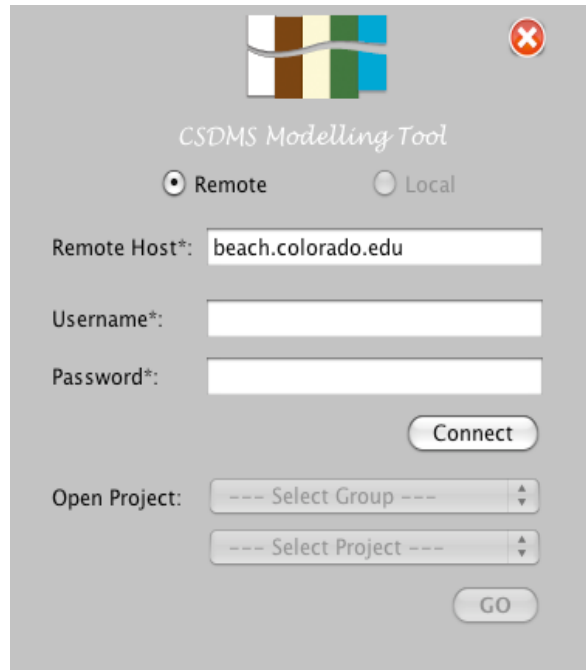# Getting started Guide

1. Login Screen:

For Remote Access,

    a. Enter Remote Host name which will be beach.colorado.edu if you are trying to connect to the CSDMS Server

    b. Enter your username for the host you entered.

    c. Enter your password for the host your entered.

    d. The "Connect" button does an ssh tunneling to the server by selecting the local and remote host and the remote port using a random generator.

    e. As soon as you are connected to the server, the combo box will list the available projects groups on the server. Once you have selected the group the projects in that group will appear in the next combo box below. You should select one and click the "GO" button.

    f. This runs the bocca script of the selected project and calls up the arena with the palette filled with the components of the selected project.

2. Main Screen:
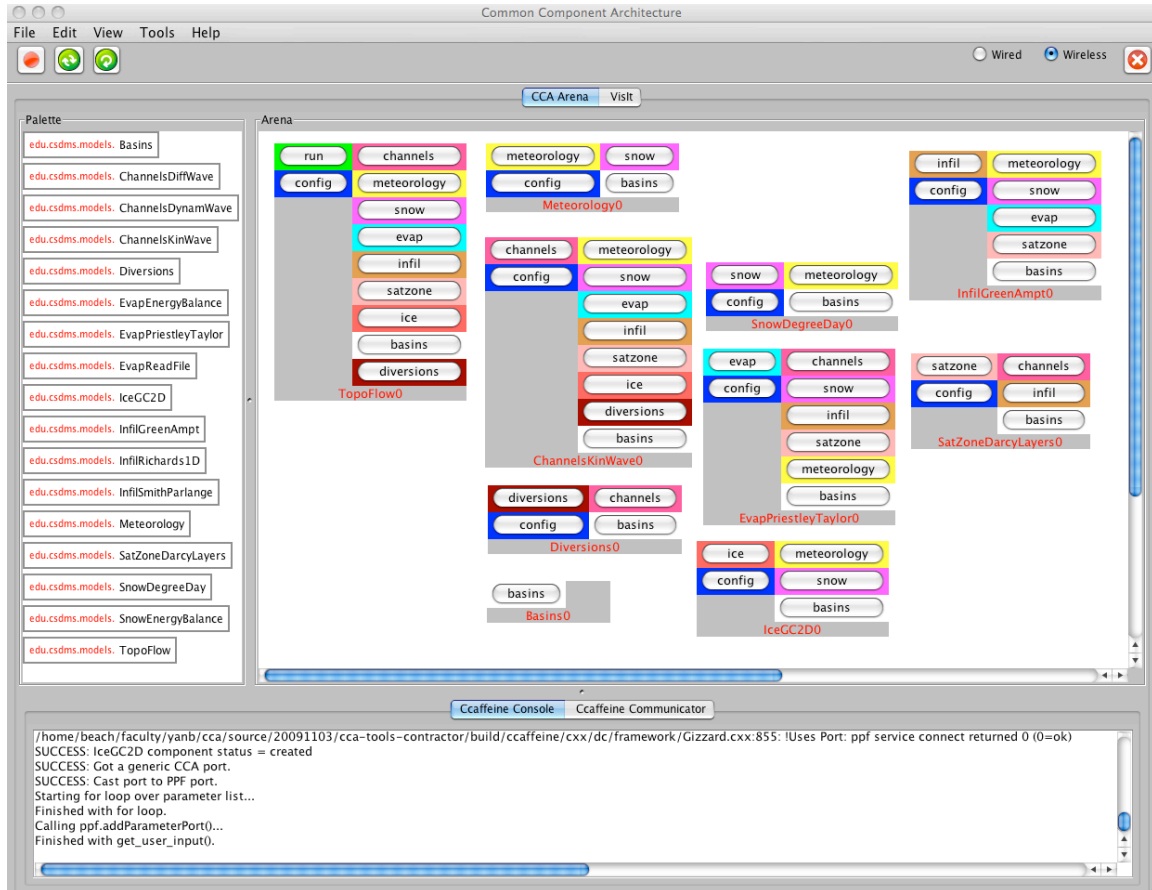
Topoflow example

- The Palette: This will contain the list of components of the selected project
- The Arena: You can create your model by dragging the components from the palette into the Arena. If the Wireless option is checked the components will be automatically connected to the corresponding ports
- Ccaffeine Console: Displays the server side output. You have options to save this output as a text file. Goto File→Save Console O/P
- Ccaffeine Communicator: Displays the client-server communication. This is mainly for debug purpose.
- "Run" button does the calculation and returns the output. For status information see the Ccaffeine Console/ Communicator.
- "Config" button on the components help you to enter input and output parameters for your calculations. An example is given below for the component Erode.
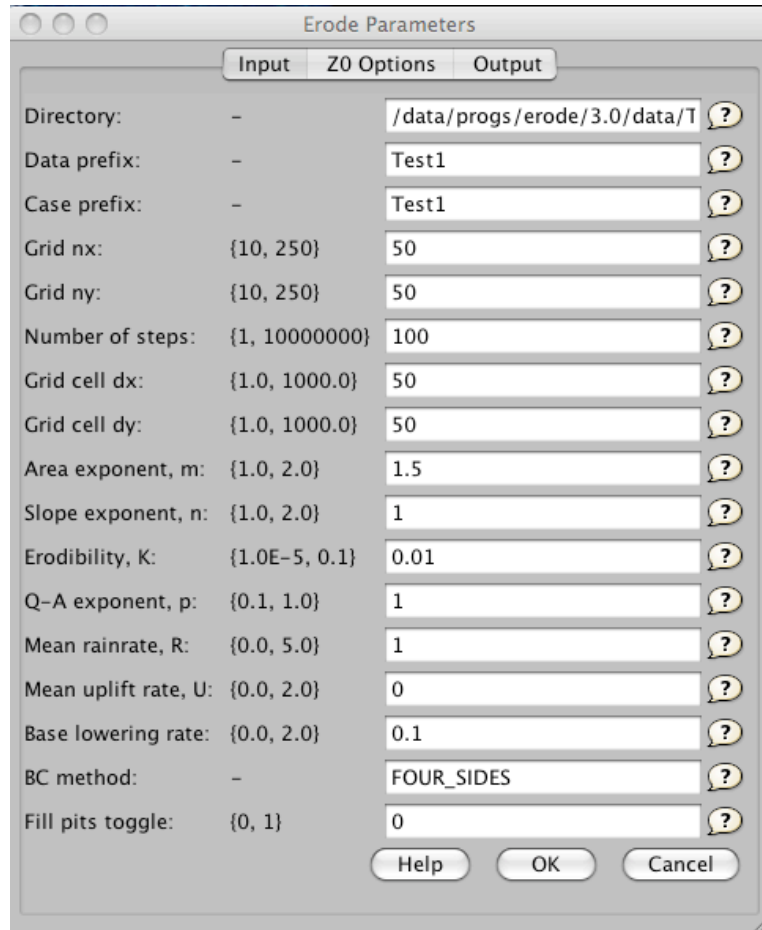
Config Dialog

3. File Menu Bar:

   File →
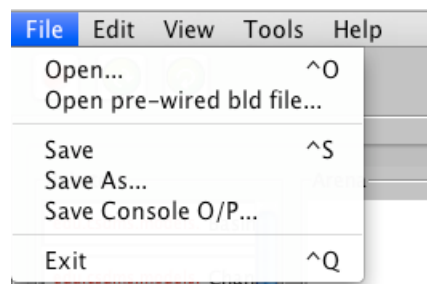
   a. Open: Opens a bld file (models will be saved as bld files) on the server (beach.colorado.edu) or on your local machine.
   b. Open pre-wired bld file: Opens up an example bld file which will be saved on our server for help purpose
   c. Save: Saves the model on the Arena as a bld file on your local machine
   d. Save Console O/P: Saves the output (Server communication) as a text file on your local machine

e. Exit: Exit the application

Edit →
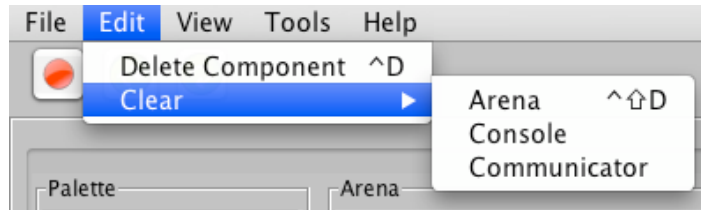
a. Delete Component: Deletes a selected component from the Arena
b. Clear Arena: Clears the Arena by removing all components and their connection
c. Clear Console: Clears the Console screen (Server Communication) below the Arena. Alternative option: Right click on the console – Click the 'Clear Console' option. This clears the console.
d. Clear Communicator: Clears the Communicator Screen below the Arena.

View →
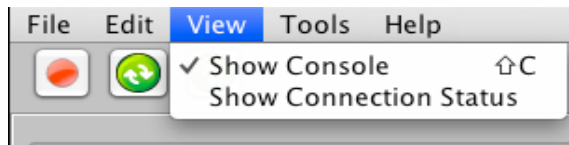
a. Show Console: You have option to toggle between display or not to display the console window. Unchecking the 'Show Console' option makes the console screen invisible there by giving a bigger Arena.
b. Show Connection status: This will display the connection information as shown below.


Tools →
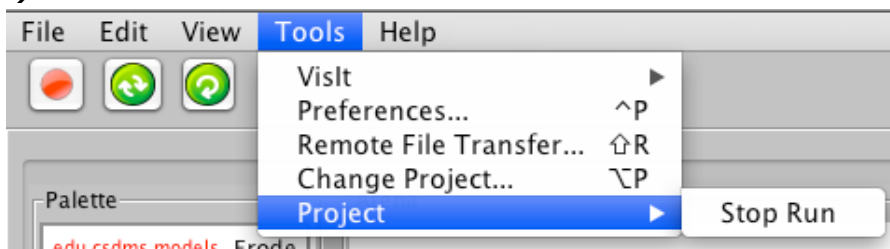
a. VisIt: Will open the VisIt information page

b. Preferences: Opens the Preference page, which will be explained after the toolbar descriptions.
c. Remote File Transfer: User can transfer a file residing on server (beach) to the local machine.
d. Change Project: This option allows the user to choose a different project to work on and restart the application
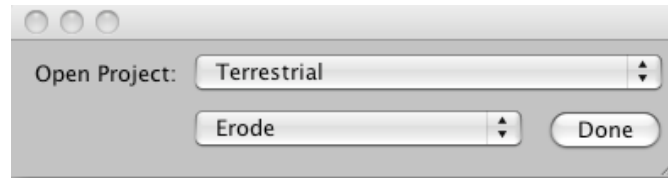
e. Stop Run: Halts an ongoing run. To continue refresh and reload the project.

4. Preference:

Main →
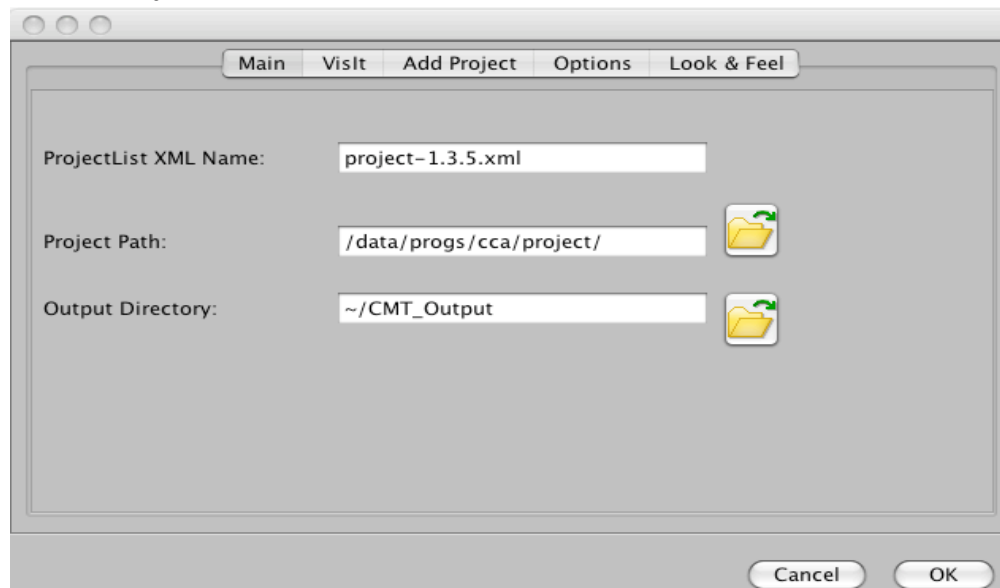
a. ProjectList XML Name: This is an xml file residing on the server, which contains all the project details. CMT uses this file to display and read the available projects on the server.
b. Project Path: This is the path where all the CCA projects are available on beach
c. Output Directory: By default an output folder will be created for every project on the server starting with the project name. Outputs will be written in to this folder if specified in the configuration of the working project.
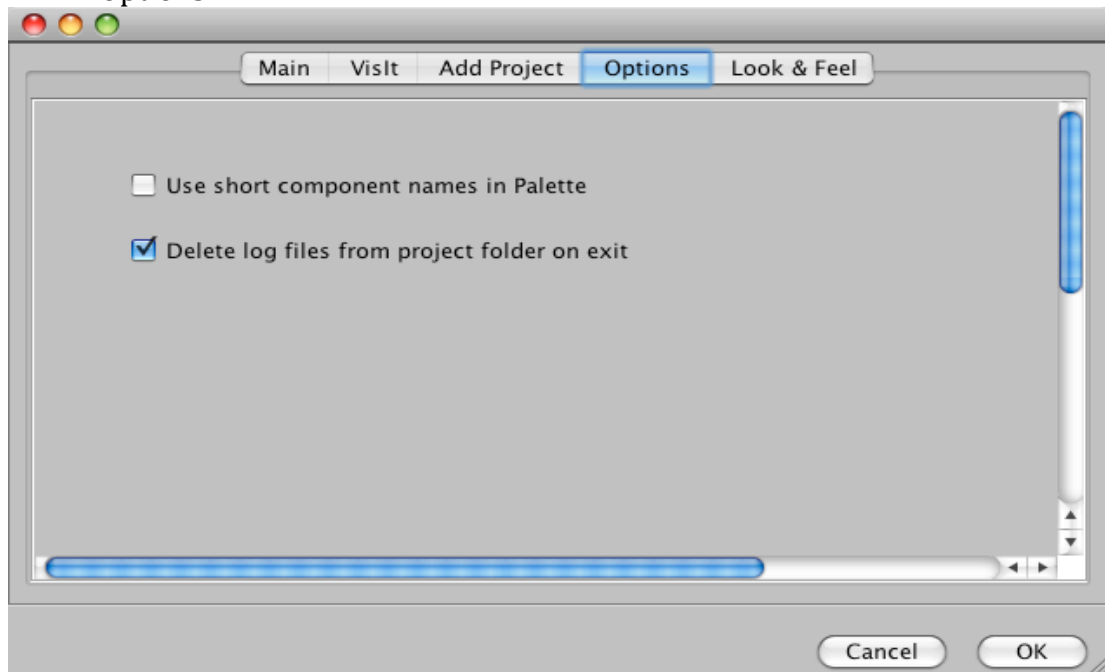
VisIt →
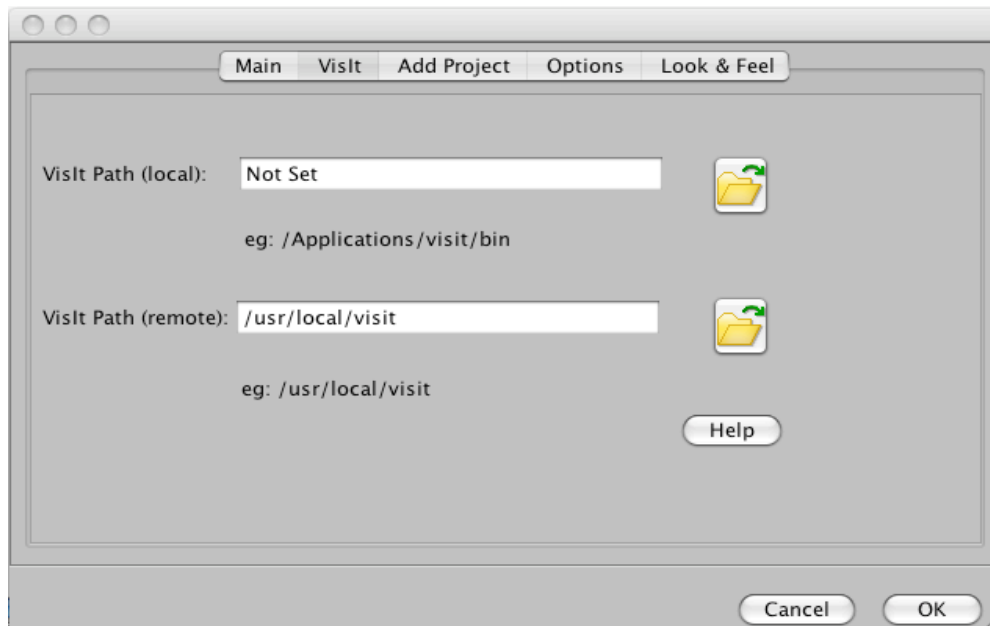
To run VisIt , it should be installed on your machine. Instructions on installation are given on our wikipage:
http://csdms.colorado.edu/wiki/Help:Ccaffeine_GUI#VisIt_-_Introduction

a. VisIt Path(local): The path to your local VisIt installation.
b. VisIT Path(remote): Path to the remote installation which is where VisIt is installed on the server(beach)

Options →

a. Palette usually contains Component names along with their class names. This option allows you to choose a shorter name by avoiding the class names.
b. CMT usually creates a folder called CMT_Files in the working directory of this application. The log files will be written to this folder. User has the option to remove these logs on exit.

Look & Feel →
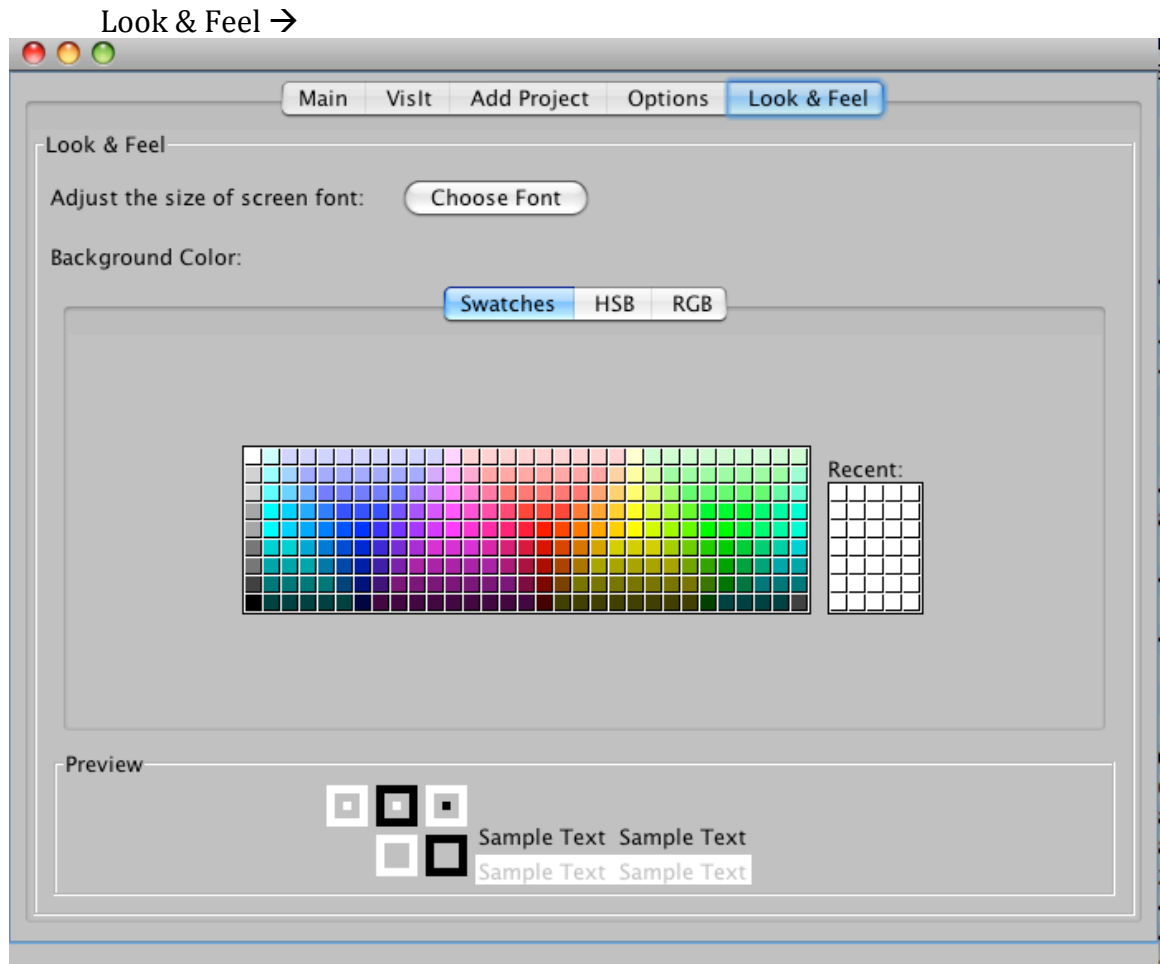
a. Font Size on the screen can be adjusted to any size
b. The background color of the application can be chosen from the color palette, which will then be applied to all screens of this application. Screen is given below!